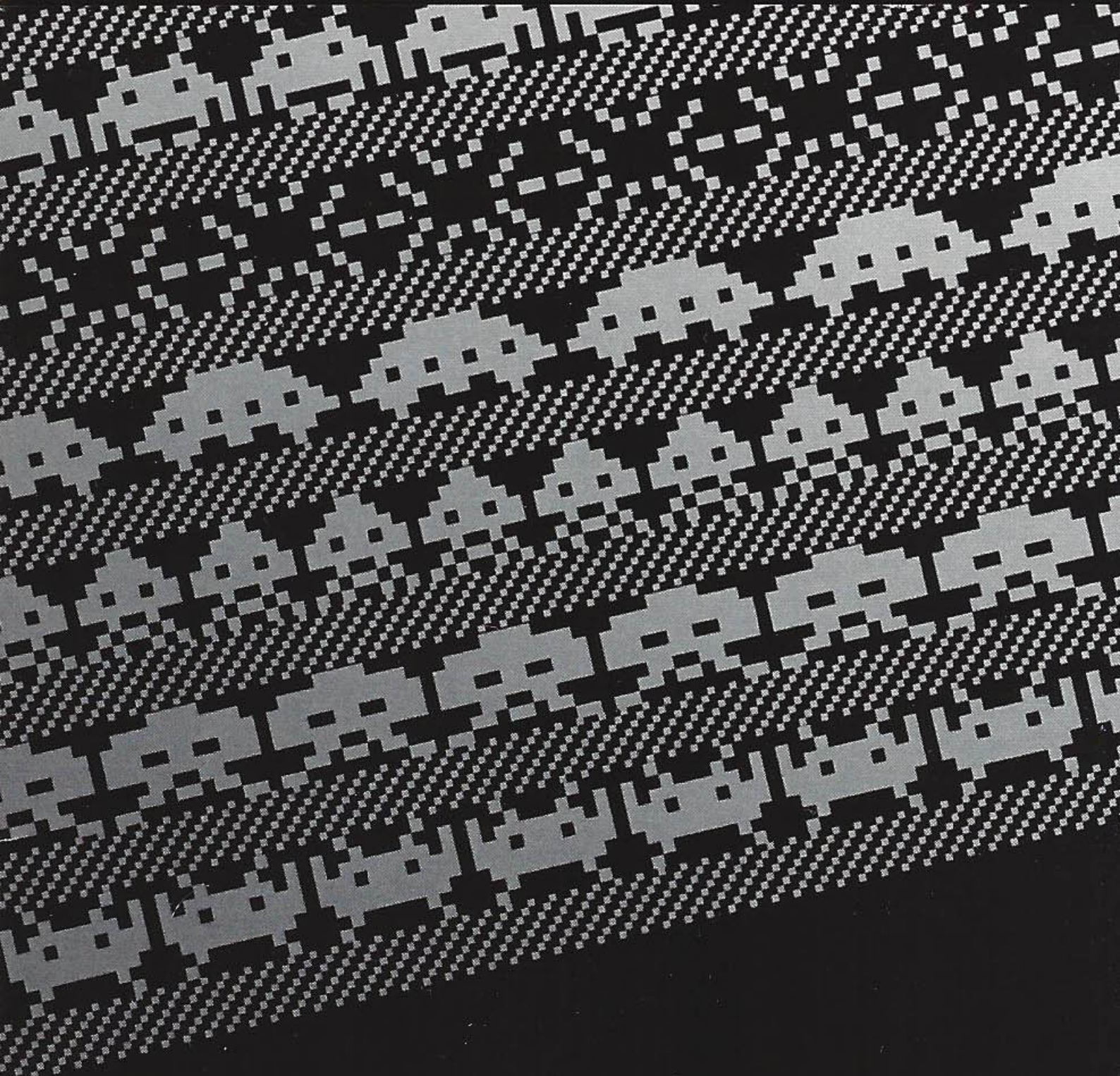
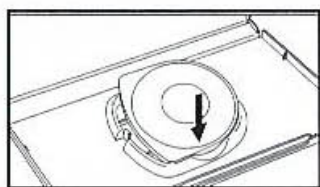




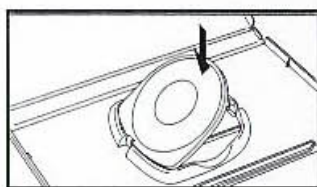
SPACE INVADERS EXTREME™

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD
LANGUAGE



FEAR



SEXUAL
CONTENT



DRUGS



DISCRIMINATION



GAMBLING

The third part is an icon indicating the game can be played online. This icon may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
<http://www.pegi.info>



ULES-01078

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SYSTEM SOFTWARE-UPDATES

This PSP™ (PlayStation®Portable) Game includes System Software update data for the PSP™ system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP™ system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP™Game.
- Do not cancel the update before completion as this may cause damage to the PSP™ system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™ system, refer to the following website: eu.playstation.com

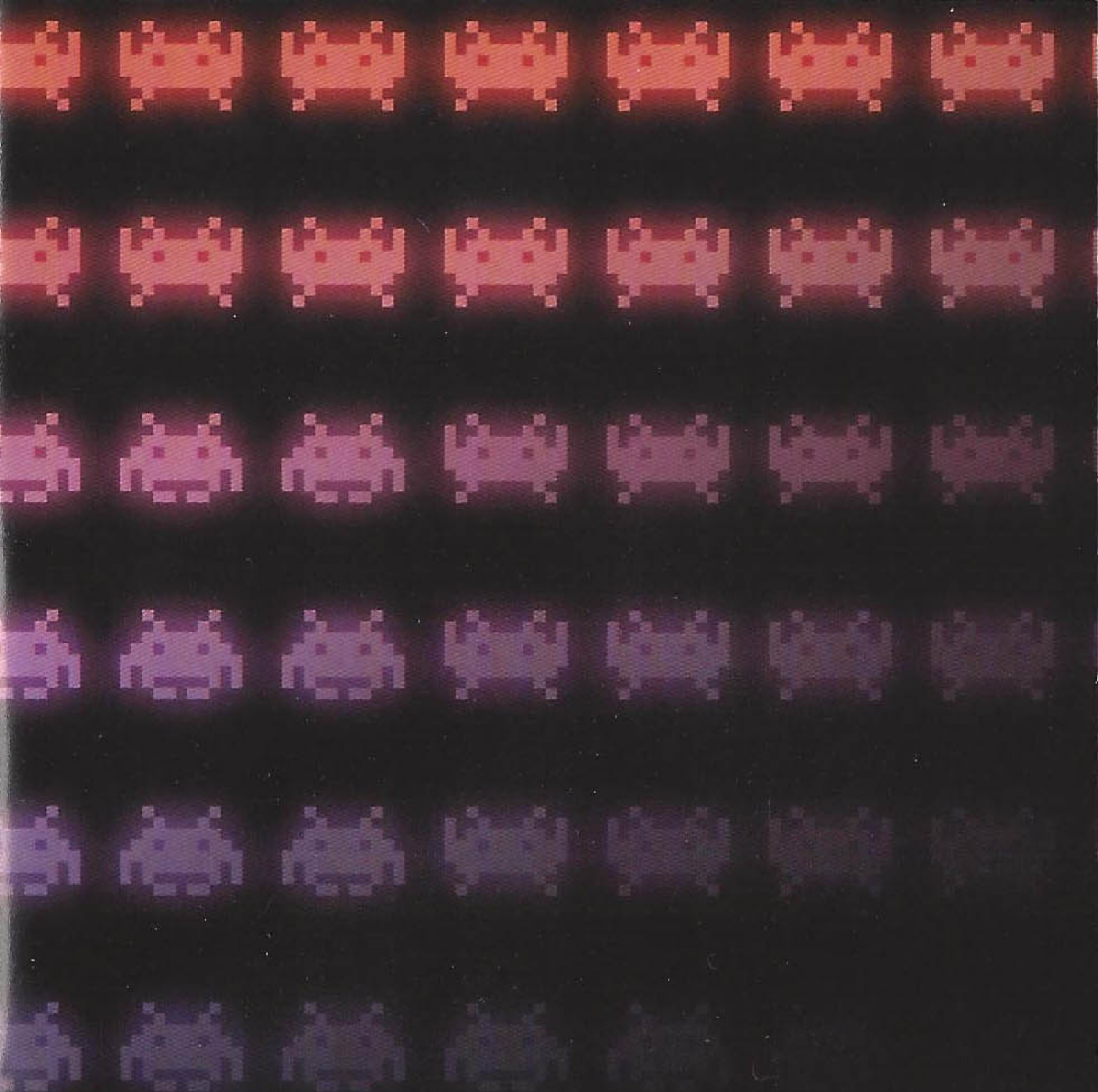
PARENTAL CONTROL

This PSP™Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to thePSP™ system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+™
7	16+™
5	12+™
3	7+™
2	3+™





C A U T I O N

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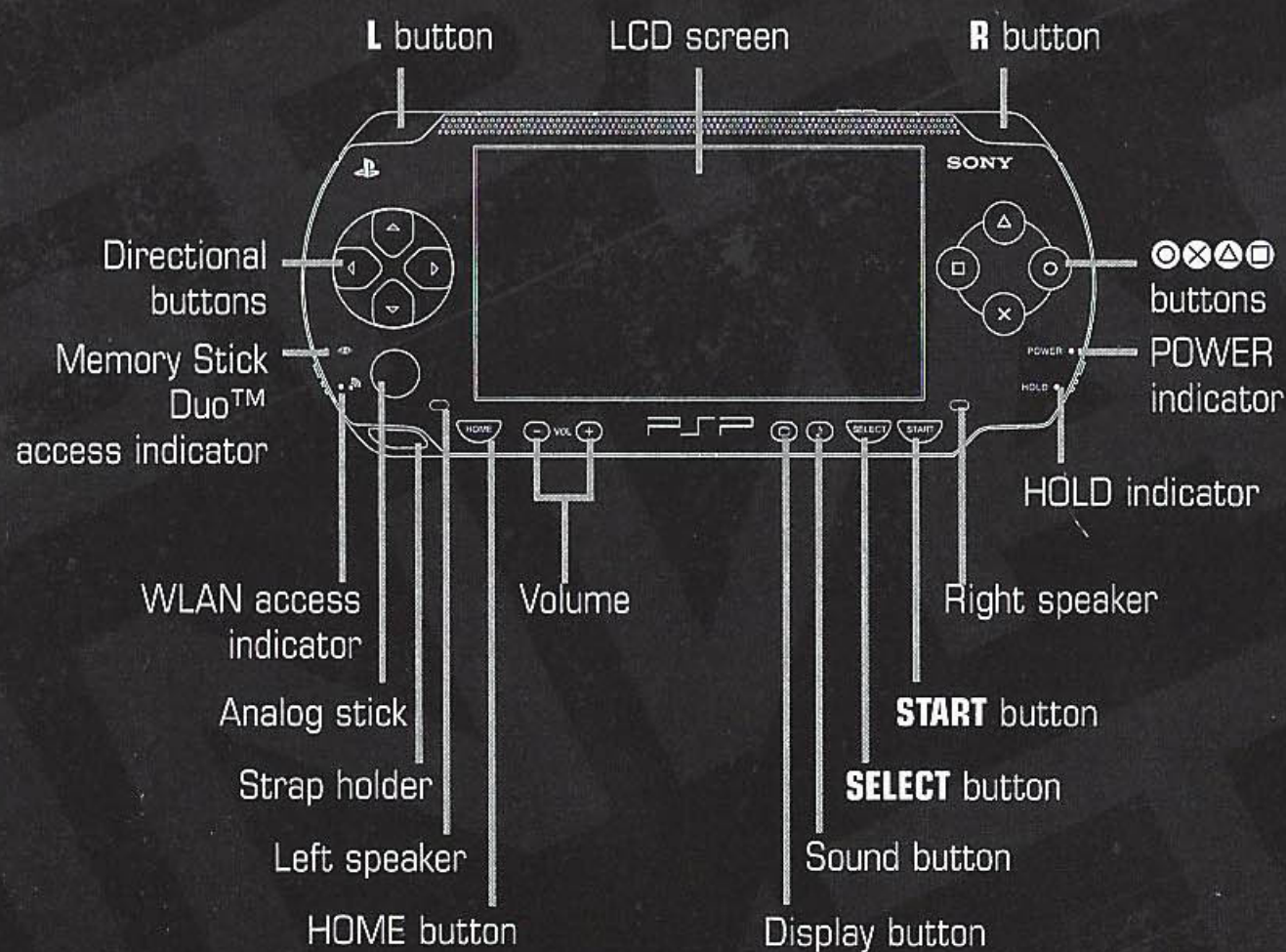
C A U T I O N

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the SPACE INVADERS EXTREME™ disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the icon from the Home Menu and then select the icon. An image of the software will be displayed. Select the image and press the button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from pre-completion screens that may differ slightly from those in the finished product.



MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data. Make sure there is enough free space on your Memory Stick Duo™ before commencing play.



C A U T I O N

WIRELESS [WLAN] FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC Mode



Wireless Compatible

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

Game Sharing



Game Sharing

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.

Infrastructure Mode



Wireless Compatible

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.



C A U T I O N

CONTROLS

L button or R button
Hold Power (p. 20)

○ button
Cancel/Shoot



Directional Buttons/
Analog Stick
Select Item/Move Cannon

START button
Pause (p. 12)

× button
Confirm/Shoot

Notice

This game saves your progress automatically to a Memory Stick Duo™. Please insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP™ system before you play. You can change the Auto Save settings from the Options menu (p. 10). This game requires at least 320KB of available space to save.



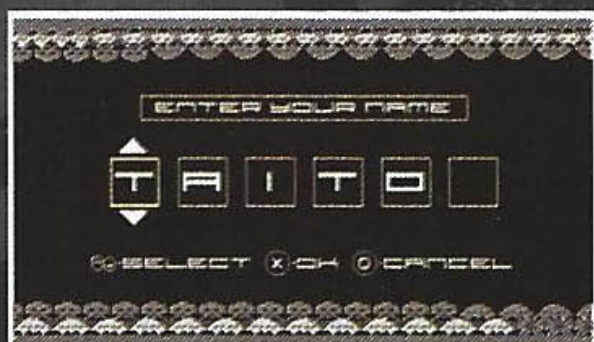
C A U T I O N

STARTING THE GAME

PLAYER NAME REGISTRATION

When playing for the first time, please register your name.

Registered player name are used for MULTIPLAYER.



MAIN MENU

Press the START button at the title screen to bring up the main menu.



ARCADE MODE (p. 12)

1 Player game in which you can challenge all 5 stages.

If save data exists (p. 14) choose either "CONTINUE" or "NEW GAME" after selecting "ARCADE MODE".



MULTIPLAYER (p. 24)

Play against other players using ad hoc mode.



OPTIONS (p. 10)

Change settings.



C A U T I O N

OPTIONS

Change game settings.



RECORDS

View high scores for each mode.



STOCK

Set the number of stock cannons in ARCADE MODE (p. 12).



SCREEN SETTINGS

Turn background effects ON/OFF and adjust their brightness.



NAME ENTRY

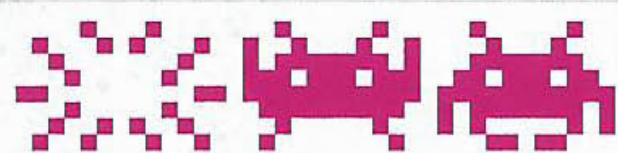
Re-register player name.



SAVE/LOAD

Save and load game data.

Change Auto Save settings.



ARCADE MODE



C A U T I O N

ARCADE MODE

BASIC RULES

Shoot down approaching invaders with a cannon. Once an invader formation has been destroyed, a new formation will appear. If your cannon is hit by an invader or an enemy projectile, or if an invader successfully invades the bottom-most rank, one of your stock cannons is lost.

If all of your stock cannons are lost, the game is over.

When all invader formations in a stage have been destroyed, a boss battle will ensue. Defeat the boss to clear the stage.

PAUSE

Press the START button while playing to temporarily stop the game and show the Pause Menu. Press the START button once more to resume the game.



PAUSE MENU

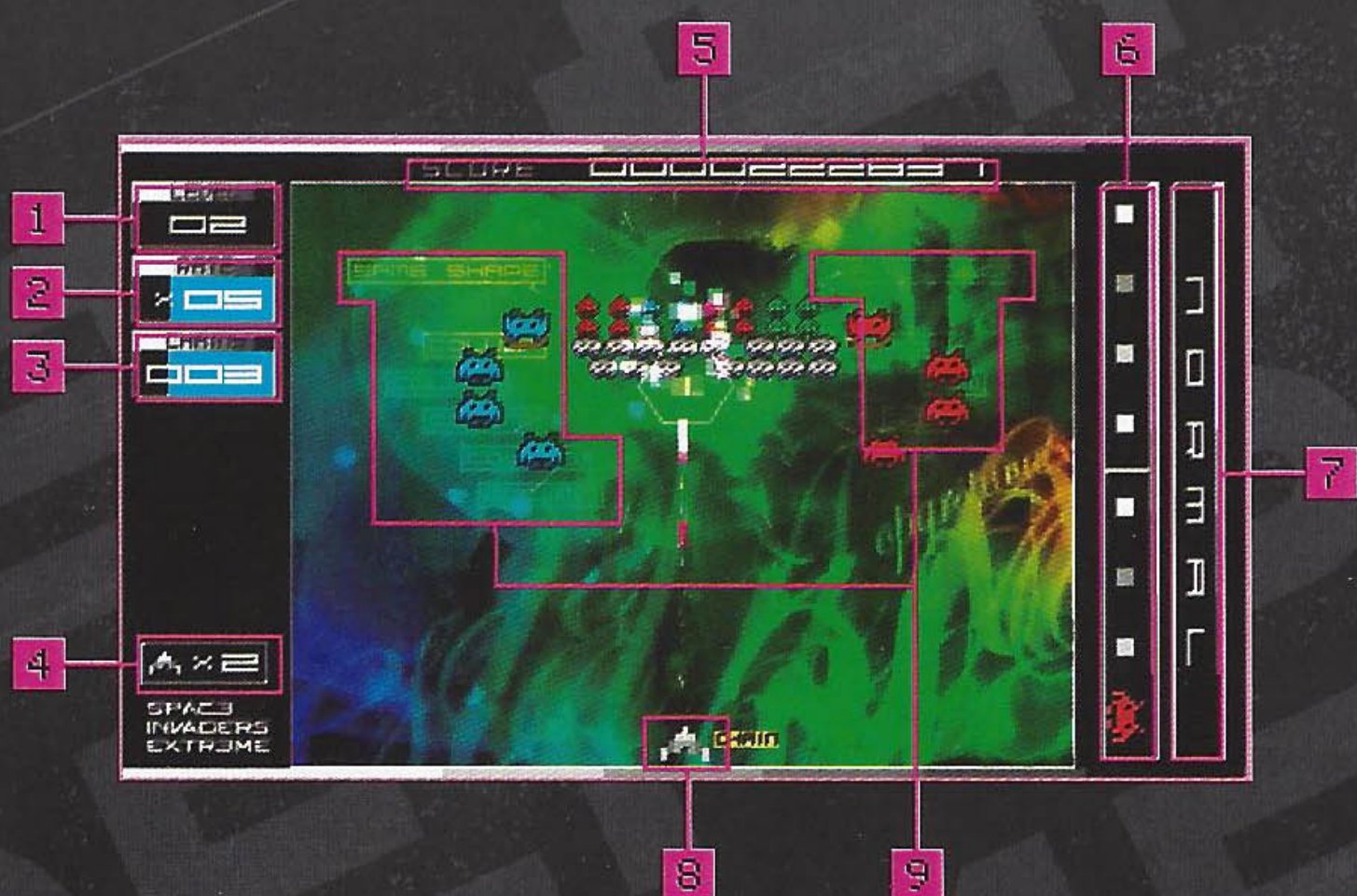
CONTINUE

Exit the Pause Menu and resume the game.

END GAME

Quit the game and return to the Title Screen.

SCREEN ELEMENTS



- | | |
|---|-----------------------------------|
| 1 | Level (p. 15) |
| 2 | Score Rate & Rate Gauge (p. 16) |
| 3 | Chain Count & Chain Gauge (p. 15) |
| 4 | Stock Cannons |
| 5 | Score |
| 6 | Feature Panel (p. 17) |
| 7 | Power-up Gauge (p. 20) |
| 8 | Cannon |
| 9 | Lamps (p. 19) |

RESULTS

When you clear a stage, your results are shown and bonus scores are calculated.

From Stage 2, you will be able to select the next stage by fulfilling certain conditions.

RESULT STAGE 1			
ITEM	RESULT	BONUS	
MAX CHAINS	133	25,600pts	
FEATURES	13	51,000pts	
BREAKS	2	5,000pts	
NO MISS	10	0pts	
STAGE BONUS		89,600pts	FEVERTIME x 2
STAGE SCORE		618,750pts	ARCADE
TOTAL SCORE		618,750pts	
SELECT NEXT STAGE			

BONUSES

MAX CHAINS Number of maximum chains.

FEATURES Number of completed features.

BREAKS Number of breaks performed.

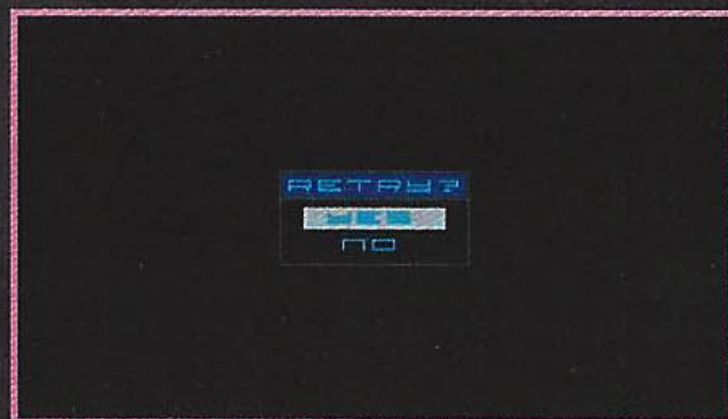
NO MISS Stage cleared without losing any stock cannons.
Rate increases when performed back-to-back.

Saving Games

In Arcade Mode, progress is saved automatically after the results are displayed. Note, however, that only one save data is used. Selecting "CONTINUE" from the Main Menu's Arcade Mode will only allow you to resume the most recently saved game.

RETRY

When all your stock cannons run out, you can play the stage again. You will begin at the beginning of the stage, but your score will be reset to when first starting the game.





C A U T I O N

GAME SYSTEM DESCRIPTION

LEVEL

As your cannon scores more points, it will increase in level and performance. However, if it is destroyed two levels will be lost.



LEVEL UP



CHAIN

A "chain" occurs when invaders and UFOs are shot down successively. Chain numbers increase each time another enemy is destroyed, until the Chain Gauge runs out.



A "CHAIN" icon appears next to your cannon while performing chains.

SCORE RATE

The Rate Gauge fills up as chains take place. When the gauge is full, the rate by which points are multiplied increases a level. The initial rate is x1, and increases to x2, x3, x4 and x5 as the level rises.



Increase the rate to boost your score!

BREAK

When the Score Rate has reached x5 and you max out the Rate Gauge, you will enter a "Break" state. **During Break, the Score Rate is fixed at x10**, allowing you a chance to rack up mega points! The Break state is only temporary, however, after which the Score Rate resets to x1.



Earn 10 times as many points during Break!

FEATURE

Features are combinations completed by shooting down invaders in specific orders. The order of invaders shot down is displayed in the Feature Panel. Note, however, that invaders are only shown when a Feature is in the process of being completed, and will disappear if the combination is interrupted. Below are two typical Features, but there are many more. Try to see how many you can find!

POWER-UP FEATURE

Shoot down four invaders of identical colour to complete the Power-up Feature, causing a power-up item (p. 20) to appear.



Completing the Power-up Feature repeatedly allows you to remain in a powered up state, making it easier to clear stages.

ROUND FEATURE

Complete the Power-up Feature two times in a row, but with different colours (for example, 4 red invaders + 4 blue invaders), to perform the Round Feature, which causes a Flashing UFO (p. 22) to fly by. Shoot down the Flashing UFO to begin a Round (p. 18).



A warning display appears before Flashing UFOs approach.

ROUND

Shoot down Flashing UFOs (p. 22) to temporarily interrupt the game and enter a special mini game called Round. If you can fulfill the Round's objective within the time limit, Fever Time will begin when the normal game resumes. **There are different types of Rounds, decided by the Round Feature color combinations.**



Some Rounds are easier to clear than others. It helps to remember which color combinations lead to which Rounds, and try to only commence Rounds that you find easy to clear.

FEVER TIME

When you successfully complete a Round, Fever Time will begin when the normal game resumes. Your cannon's power will be tremendously boosted, making it even easier to shoot down invaders than when powered up. When Fever Time ends, Fever Bonus points are awarded for all invaders shot down during Fever Time. Fever Time ends after a certain amount of time lapses, but **it lasts 1.5 times longer if Rounds are commenced during the Break state.**



Fever Time durations vary depending on Round types and Rates.

JACKPOT

Shoot down Jackpot UFOs (white UFOs) during Fever Time to receive a Jackpot Bonus. You can also earn an even higher Super Jackpot Bonus by destroying the Super Jackpot UFO (flashing yellow UFO). **Super Jackpot UFOs fly by after seven Jackpot UFOs appear.**



Jackpot UFO



Super Jackpot UFO

(These UFOs only appear during Fever Time.)

LAMPS

The lamps in the background light up when invaders are destroyed in certain sequences. Sequences include invader rows (6-invader minimum) and columns (4-invader minimum).



Light up all the Lamps to see what happens!

ROULETTE

When a Roulette UFO (p. 22) is shot down, the game is interrupted and invaders spin around in a roulette fashion on the top screen. Time your shots carefully to shoot them down!



Rewards vary depending on the invader color!



C A U T I O N

POWER-UP

Collect Power-up items to boost your cannon's power. **Powered up states are temporary**, the durations of which depend on the Power-up type.

POWER-UP TYPES

 LASER

Laser shots are so powerful they tear through nearly anything in their paths. However, they **cannot penetrate Reflecting Invaders**.

 BOMB

Bombs explode upon impact, damaging a wide area. They cannot be rapidly fired, but **are not reflected by Reflecting Invaders**.

 BROAD SHOT

Shoots five bullets at once. Cannot be rapidly fired, but effective at **taking out multiple enemies simultaneously**.

 SHIELD

Blocks all enemy attacks. **Can be used for relatively extended periods**.

**Hold Power**

Hold down the **L** or **R** buttons while powered up to preserve the Power-up effect. Power-up Gauge depletion will halt during this time, and the cannon will revert to its normal shots.



C A U T I O N

INVADERS\UFOS

INVADER TYPES

There are many types of invaders, each with its own unique abilities.

	Normal	Your typical, run-of-the-mill invader.
	Bomb	Explodes when shot down, taking out anything in the vicinity-invader and cannon alike. Some types head for your cannon.
	Armour	Equipped with armour, requiring multiple shots to destroy. The bigger the armour, the more shots are required.
	Roll	These thin invaders are difficult to hit when rolling on their sides.
	Burst	Shoots shrapnel in three directions when destroyed.
	Reflect	Reflects cannon shots. One type can reflect only a single shot, while another type continually opens and closes a reflection panel.
	Colour Change	Periodically changes colours.
	Split	Splits in two when damaged. Some types split into three invaders.
	Assault	Immediately attempt to land when damaged. Some types invade directly, while others zigzag.
	Medium-size	Medium-size invaders. Some types form formations, while others hover in place while shooting lasers.

There are many more invaders in addition to the ones listed above.

INVADER TYPES

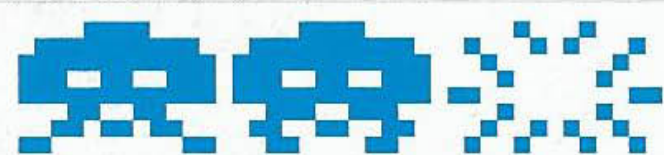
Invader colors primarily relate to Features (p. 17).

	Blue	Produces laser items when used to complete Power-up Features.
	Red	Produces bomb items when used to complete Power-up Features.
	Green	Produces broad shot items when used to complete Power-up Features.
	Black	Produces shield items when used to complete Power-up Features. Note, however, that this colour alone cannot be used to complete Round Features.
	White	Special colour that cannot be used to complete Features.

UFO TYPES

There are also many different kinds of UFOs. Try not to let them escape, as UFOs are worth a lot of points.

	Normal	The standard UFO. Some types attack.
	Laser	Suddenly stops and shoots lasers while flying by.
	Supporter	Adds invaders to formations while flying by.
	Roulette	Begins the Roulette (p. 19) mini game.
	Flashing	Appears when a Round Feature is completed. Shoot down to begin a Round (p. 18).
	Round	Immediately begins a Round. The type of round commenced is determined at random.



MULTIPLAYER



C A U T I O N

MULTIPLAYER

MULTIPLAYER MENU



MATCH PLAY

Play against another player via ad hoc mode using two PSP™ systems and two SPACE INVADERS EXTREME UMD software. MULTIPLAYER is a two player match.

When playing via ad hoc mode, please switch the WLAN switch on your PSP™ system ON.

Please note you cannot pause the game (p. 12) in this mode.



PRACTICE

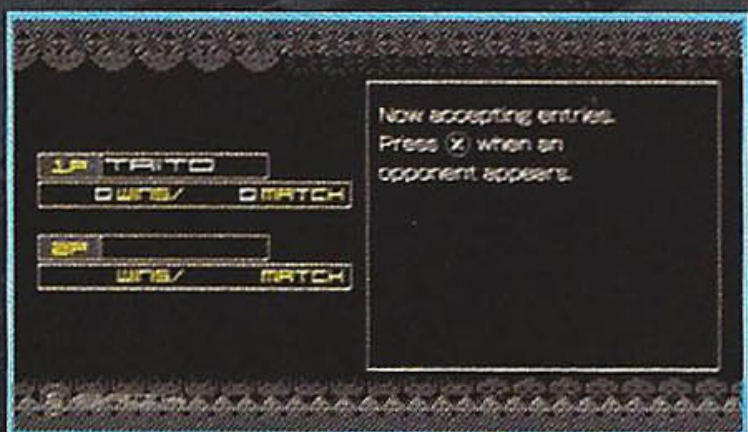
Single-player mode simulating two-player competitions without using the communication features.

MATCH PLAY SCREEN



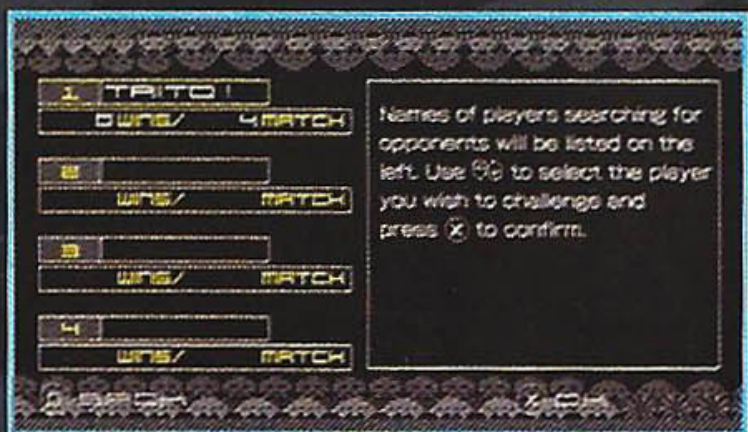
HOST

Choose HOST to accept challengers. When in Host Mode, you will be placed on standby until a guest joins you. Once a guest arrives, press the button to send the game data and proceed to the Settings Screen.



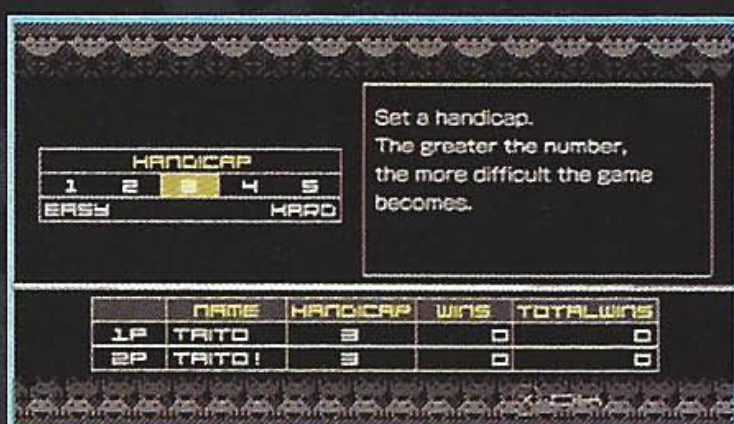
GUEST

Select from up to four hosts seeking opponents.



SETTINGS SCREEN

Set the handicap. Choose from five handicap levels. When you've finished, press the  button to begin the game.



GAME OVER SCREEN

When the battle ends, the Game Over Menu appears.



GAME OVER MENU

YES

Play again.

NO

Exit the game and return to the MULTIPLAYER Menu.



C A U T I O N

COMPETITION RULES

The game rules for two-player competitions differ from Arcade Mode.

SCREEN ELEMENTS



- | | |
|---|-----------------------------------|
| 1 | Your Name and Stock Cannons |
| 2 | Your Power-up Gauge |
| 3 | Your Feature Panel |
| 4 | Your Cannon |
| 5 | Your Attack Invader Stock |
| 6 | Opponent's Name and Stock Cannons |
| 7 | Opponent's Status |

BASIC RULES

The first player to run out of stock cannons loses. Attack Invaders are added to the stock on the top screen as you shoot down invaders. Shoot down UFOs to send the Attack Invaders in your stock to your opponent's screen, impeding his or her progress.

Complete Power-up Features and Round Features to add even more Attack Invaders to your stock.

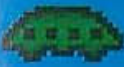
Cannons can be powered up as in Arcade Mode. Invader types and colors are also identical to Arcade Mode, but UFO properties differ. In general, the color of Attack Invaders added to your stock are identical to the color of those you shoot down. However, **when completing Round Features, only white invaders are added.**

Rounds, Fever Time and Breaks do not occur in this mode.

Destroy as many invaders as you can and shoot down UFOs to attack. Whether you gather hordes of invaders for a mass invasion, or send them little by little is up to you!

UFO TYPES

The types of Attack Invaders (p. 21) you send to your opponent change depending on the color of UFOs you shoot down.

	White	Attack invaders become Normal Invaders.
	Red	Attack invaders become Bursting Invaders.
	Green	Attack invaders become Armour Invaders.
	Blue	Attack invaders become Reflecting Invaders.
	Yellow	Attack invaders become Assault Invaders.

www.spaceinvaders-game.co.uk

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